

Digital Story	4 Points	3 Points	2 Points	1 Point
1. Purpose of Story	Establishes a purpose early on and maintains a clear focus throughout.	Establishes a purpose early on and maintains focus for most of the presentation.	There are a few lapses in focus, but the purpose is fairly clear.	It is difficult to figure out the purpose of the presentation.
2. Point of View	The point of view is well developed and contributes to the overall meaning of the story.	The point of view is stated but does not connect with each part of the story, although an attempt is made to connect it to the overall meaning of the story.	The point of view is stated but no attempt is made to connect it to the overall meaning of the story.	The point of view is only hinted at, or is difficult to discern.
3. Dramatic Question	A meaningful dramatic question is asked and answered within the context of the story.	A dramatic question is asked but not clearly answered within the context of the story.	A dramatic question is hinted at but not clearly established within the context of the story.	Little or no attempt is made to pose a dramatic question or answer it.
4. Choice of Content	Contents create a distinct atmosphere or tone that matches different parts of the story. The images may communicate symbolism and/or metaphors.	Contents create an atmosphere or tone that matches some parts of the story. The images may communicate symbolism and/or metaphors.	An attempt was made to use contents to create an atmosphere/tone but it needed more work. Image choice is logical.	Little or no attempt to use contents to create an appropriate atmosphere/tone.
5. Clarity of Voice	Voice quality is clear and consistently audible throughout the presentation.	Voice quality is clear and consistently audible throughout the majority (85-95%) of the presentation.	Voice quality is clear and consistently audible through some (70-84%) of the presentation.	Voice quality needs more attention.
6. Pacing of Narrative	The pace (rhythm and voice punctuation) fits the story line and helps the audience really "get into" the story.	Occasionally speaks too fast or too slowly for the story line. The pacing (rhythm and voice punctuation) is relatively engaging for the audience.	Tries to use pacing (rhythm and voice punctuation), but it is often noticeable that the pacing does not fit the story line. Audience is not consistently engaged.	No attempt to match the pace of the storytelling to the story line or the audience.
8. Quality of Images/Music	Images create a distinct atmosphere or tone that matches different parts of the story. The images may communicate symbolism and/or metaphors. The Music sets the tone/mood. Credits are provided for all external sources used.	Images create an atmosphere or tone that matches some parts of the story. The images may communicate symbolism and/or metaphors. The Music sets the tone/mood. Credits are provided for all external sources used.	An attempt was made to use images to create an atmosphere/tone but it needed more work. Image choice is logical. The Music sets the tone/mood. Credits are incomplete for external sources used.	Little or no attempt to use images/music to create an appropriate atmosphere/tone. No credits are provided for external sources used.
9. Economy of Story Detail	The story is told with exactly the right	The story composition is	The story seems to need more editing. It	The story needs extensive editing. It

	amount of detail throughout. It does not seem too short nor does it seem too long	typically good, though it seems to drag somewhat OR need slightly more detail in one or two sections.	is noticeably too long or too short in more than one section.	is too long or too short to be interesting.
10. Grammar and Language Usage	Grammar and usage were correct (for the dialect chosen) and contributed to clarity, style and character development.	Grammar and usage were typically correct (for the dialect chosen) and errors did not detract from the story.	Grammar and usage were typically correct but errors detracted from story.	Repeated errors in grammar and usage distracted greatly from the story.